THE MAGAZINE

QUANTA

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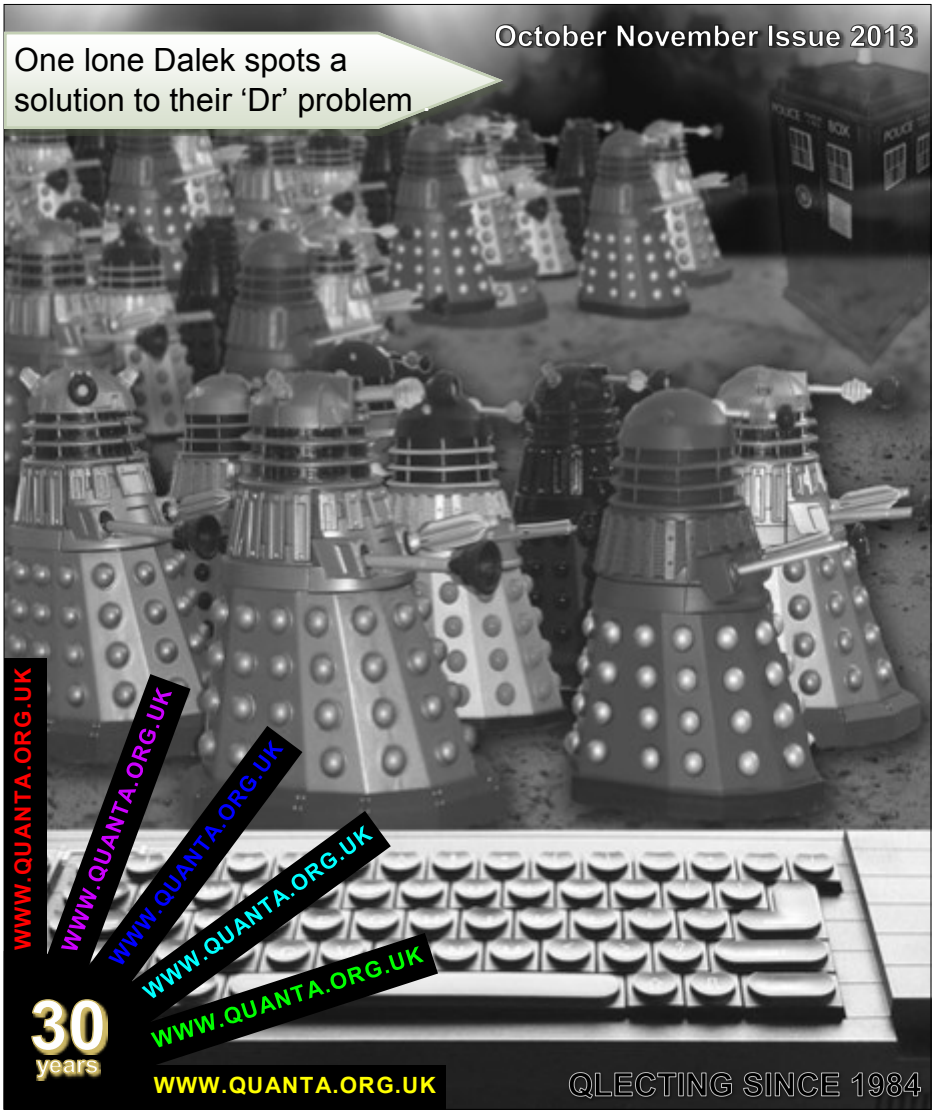
QL USERS AND TINKERERS ASSOCIATION

October November Issue 2013

One lone Dalek spots a solution to their 'Dr' problem



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Information on the Association

Membership of QUANTA, the independent QL user group, is by annual subscription. The Membership Secretary can supply full details. Copies of the association's constitution & annual accounts are available from the Secretary. There is an extensive software library and active national subgroups. Details are given in the Member's Guide and in this magazine.

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CONTENTS

Copy Date	(For The Next Issue)	3
Editorial	Lee Privett	4
News	Dilwyn Jones	5
Quo Vadis Design	Advertisement	8
Chairman's Notes	Dilwyn Jones	11
TURBO Part 2	George Gwilt	12
RWAP Software	Advertisement	16
Helpline	Dilwyn Jones	18
QL Review	Peter Scott	23
QL Today	Advertisement	24
JMS	Advertisement	25
Friends_BAS	Lee Privett	28
QUANTA	Advertisement	30
RWAP Membranes	Advertisement	40
Next Issue	Lee Privett	48
QL Forum	Advertisement	49
Subgroups	Information	50
Wanted	Advertisement	52

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All Contributions are Welcome
Copy by Email to - editor@quanta.org.uk

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EDITORIAL — LEE PRIVETT

A sad month for new and old QLers as the last issue of QL Today in its current form is published. But it didn't go out in a whimper, nor did it just fade away with an incorrect issue number or other such anomaly that then becomes a historic memory. No, QL Today went out with a bang, a solid issue, a DVD jam packed full of QL related material, some surprises, updated software a must for everyone. In the 30th year of the Sinclair QL, QL Today put it's stamp well and truly on the map.

As a tribute to November's 50th year anniversary, the front cover includes Dr Who's arch enemies, the Daleks. For those of us old enough to remember the black and white serial starting on a Saturday afternoon, the settee did become the protection to the then frightening unknown. The Daleks were and will always be my favourite monsters, and if only they had had access to the Sinclair QL to operate the various machinery and systems, it could have been a different story.

On a slightly serious note and although the scale is wrong, the keys on the BBQL with their raised rounded shape could have been suited to the Daleks' plunger. Perhaps some symmetry with the designer?

As ever, we hope you benefit and enjoy the contents of this issue, There is a particularly long program scattered with REM statements for you to type in at your leisure. With the QUANTA library now closed to such programs, the magazine is the place to obtain them. Those with the electronic version can copy and paste, those with the paper version can always drop the editor an email and request an electronic version of the listing.

Happy QLing

NEWS — DILWYN JONES

If you have QL-related news items that you'd like us to include on this page, please get in touch with News Editor - Dilwyn Jones at news@quanta.org.uk

QemuLator on OSX Update
A Q-emulator update is available for OS X from
http://www.terdina.net/ql/MacQL.html

The emulator has a trial mode now that allows unregistered users to run QL software on it. In trial mode, emulation is limited to a 128 KB QL and some advanced features are not available.

The new "Try" button in the startup/registration window allows emulating a QL with 128 KB or RAM and speed similar to that of the 68008 CPU.

Spectrum SuperBASIC?
Tobias Fröschle writes:

If you're only looking for a similar environment (i.e. not an exact copy of SuperBASIC), it might be worth looking into SpecBAS, an

evolved remake of 1980 Spectrum Basic for various modern platforms. It's not exactly SuperBASIC, but "feels like it" (Or, rather, like a "Spectrum on steroids")

See https://sites.google.com/site/pauldunn/

Complete QL Today Index

Now that the final issue of QL Today has been published, Brian Kemmett has put together a complete index to all 17 volumes of the magazine. The index is available to download as a PDF file from
http://www.dilwyn.me.uk/gen/qltoday/qltoday.html

QL Today went out in style, with a DVD jam-packed with all sorts of QL software and content of all sort. The DVD was put together by Urs König in Switzerland and includes such gems as a copy of the ARM processor version of the uQLx emulator by Tobias Fröschle, including a version for the Raspberry Pi. This is also available to download from

http://www.dilwyn.me.uk/emu/index.html

Lands Of Havoc re-released

RWAP Software have made available to purchase once more the arcade game Lands of Havoc for the QL, at 5 pounds plus postage from http://www.sellmyretro.com/offer/details/Sinclair-QL-Arcade-Game%3A-Lands-of-Havoc-2886

Lands of Havoc is a large graphical arcade adventure, where you have to explore a large maze made of 2000 screens, in order to collect items which will open up new levels. Your task is to explore the Lands of Havoc, and collect various items (starting with the Book of Change) which can be used to defeat the Dark Lords.

(screen dump from SellMyRetro.com)

Microdrive Simulator on SD Cards

A user in the Netherlands has produced a rather neat little Microdrive simulator which stores Microdrive files as multiple MDV images on an SD card interfaced to the QL.

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The picture below shows a prototype board which plugs into the Microdrive expansion slot on the right hand side of the QL. Follow Gert's progress on QL Forum at http://www.qlforum.co.uk/viewtopic.php?f=2&t=584

GST QL Assemblers

With much appreciated help from Rich Mellor, the GST QL Assembler, Macro Assembler and Quanta Q-Mac are now available to download from my website at http://www.dilwyn.me.uk/asm/index.html

The Macro Assembler is available as a floppy disk version, or a two microdrive cartridge (program and library cartridges) version. The editor is included now. Manuals are also available to download as PDF files. Note that the manual for the QL Assembler is rather large by QL standards at about 10MB.

Urs Koenig got permission from GST's founder to release GST's QL software as freeware a little while back, and Quanta committee decided after that to allow the Q-Mac (Quanta modified version of the Macro Assembler) to be made available for all QL users (previously only available to members).

D-Miner

D-Miner v0.22 from Per Witte is a Minesweeper clone for advanced QL systems. Needs SMSQ/E v3.00 or later with GD2 (colour drivers) and QMenu by Jochen Merz. Can use the Sampled Sound System for sound effects if available on your system. Source files included. 395KB download from http://www.dilwyn.me.uk/games/index.html

SMSQ/E Sprites

SMSQE Sprites is a Java program from Wolfgang Lenerz for converting GIF, BMP, TIF, PNG and JPG graphics to SMSQ/E sprites in screen modes 4, 16, 32 and 64. The program can add reflections of the image. Download it from my site at http://www.dilwyn.me.uk/sprites/index.html or direct from Wolfgang's site.

Xchange 3.90L Update

Rich Mellor has sent me an update to Xchange 3.90L which addresses some issues he has run into with Xchange, as described on QL Forum. This version can still be used with the version 3.90M update on my website. It's available to download from
http://www.dilwyn.me.uk/psions/index.html

A5 QL User Guide eBooks

I've uploaded new eBooks to my website. These are:

1. QL User Guide, Introduction, Beginners Guide, Concepts and Keywords guides.
2. A re-hashed version of Martin Head's QPC Concepts and QPC keywords guide.

These are A5 layout, in .pdf, .epub, .mobi and .azw3 formats (azw3 is hopefully for Kindles). Hopefully they'll be easier to read on eBook readers as the pages won't be shrunk so much to display, although some eBook readers can override margins, font sizes etc.

Available to download from
http://www.dilwyn.me.uk/docs/ebooks/index.html

CHAIRMAN'S NOTES — SARAH GILPIN

We look back across the years that QLToday has been published and the hard work carried out so well by Jochen Merz, Dilwyn Jones and Geoff Wicks in producing and editing the magazine. A big thank you to all those who wrote articles and series.

I feel that all the readers appreciate the efforts made to continue QL Today, but sometimes outside conditions effect the outcome. Many thanks for your years of dedication to QL Today. The DVD version of all copies of QL Today are a welcome addition to any QLer's Library. There have been times when criticism has been levelled at QUANTA and it's Committee, some of it justified. Who will now keep us on our toes?

This year, so far, has been an eventful one in different ways for a number of the Committee members. Dilwyn Jones is taking a back seat for a few months while Anne has to visit Liverpool regularly. We hope that all will be well with you both through this difficult time.

On a happier note John and I saw our youngest daughter married in July, they are now living in their own home in South Manchester. John and Alison Southern saw their eldest daughter, Alexia, off to Leicester University where she will be studying Physics.

The subject of 'QL is 30' has been raised regarding another celebratory Annual General Meeting and workshop. Venues such as Cambridge University and Bletchley Park have been mentioned and discussed.

Unfortunately with the numbers that came to 'QL is 25' in the Midlands (well above average) and the falling numbers at the Annual General Meetings since, it is not considered that the costs of such an event can be justified. Rich Mellor has visited the Cambridge site and confirmed that there is parking available, but it would require overnight accommodation for the majority of the Committee and mileage expenses as well.

Easter 2014 is on 20th April, which leaves the dates available as 6th, 13th or 27th April 2014. The final date and venue will be in the December magazine.

TURBO PART 2 — GEORGE GWILT

Corrections and Enhancements

A long time ago I produced a program designed to display directories. This gives, for each file: name, length, date and type (0, 1 etc). The display can be in any of six orders, date forward or reverse, directory order forward or reverse and alphabetical forward or reverse.

This was written in SuperBASIC and compiled by TURBO. After

some months of use I started getting the message "Increase Data Space". I did this several times until I began to suspect that the message was being delivered not because the dataspace was too small but for some other unknown reason.

Since I relied on this program - I still use it on a daily basis - I decided to re-write it in assembler. And in assembler it still is (though it has advanced to being made a Thing).
I suspect that my experience was a manifestation of some of the obscure faults which TURBO contained at the time and which have been eliminated in today's version, 5.07.

Corrections

Here, then, are the corrections which have been made in the various versions up to 5.07.

1. The S*BASIC line "DATA 25671" now sets the item of data to the value 25671 instead of setting the signal "End of Data". The reason for this error was that positive integers in DATA up to 25670 are stored in a more compressed state than other positive integers. Unfortunately in the coding of Parser_Task 25671 was used instead of 25670 to signal the boundary between the two sets of numbers. This resulted in 25671 being coded, in compressed form, as $8001 which turns out to be the code signaling the end of data.

Anyone unfortunate enough to have

```
DATA    25671
```

in his program would, I think, have been mystified by the result.

2. Floating point division by zero now leads to an error being signaled. Previously TURBO gave the answer 1 without signaling an error.

3. The command END WHEN is now accepted as is CONTINUE.

4. Errors connected with dimensioning have been corrected. I think that the faults in dimensioning lay in the rather complicated nature of arrays. I discovered one day that if you dimension for the first time a global array within a procedure or function, parameters on the stack will be overwritten.

TURBO had this to say about the matter.

One rare problem can crop up early in the running of chaotic compiled tasks. If an array is DIMensioned the original manual of (but not declared as LOCAL) inside a function which has been called part-way through evaluation of an arithmetic expression the value of the expression can be affected!

This situation was deemed a rare problem and rather than solve it the authors decided simply to warn programmers.

Another quirk (error?) is that you cannot re-dimension a local array. A study of how TURBO deals with local variables and arrays will show why this was not allowed in the original TURBO. I decided to alter TURBO to allow dimensioning of all sorts inside procedures and functions.

A detailed account of this correction appeared in QUANTA Vol 17 Issue 8 in September 2000.

5. It is possible to compile several modules and use LINK_LOAD to combine them in one program. Two commands allow communication between the modules.

These were originally PROCEDURE and FUNCTION. Later the intention was to change these to TURBO_P and TURBO_F but this was not completely put into effect. The commands are part of TURBO TK Code. If used in S*BASIC these commands are ignored but, obviously, they should have an effect in compiled programs. This correction allowed the use of the new commands TURBO_P and TURBO_F.

Enhancements

The following changes do not correct any faults. Nor do they introduce any new features. They are simply improvements in the way that TURBO works. Here, then, are the enhancements included in today's TURBO.

1. Parser_Task analyses a S*BASIC program by examining its tokenised form. To allow Minerva programs to be compiled, Parser_Task now recognises Minerva's integer tokenisation. It also recognises the tokens indicating SMSQ/E's use of binary and hex (% and $).

2. The number of possible channels used in a program has been increased from 16 to 32. This has an effect on the compiled version of, for example,

```
EXECUTE TASK1 TO TASK2
```

In this case TASK1 has to PRINT output to the highest channel, now 31, so that TASK2 can read the result from the next lower

RWAP Software

We have been working hard to safeguard the future of the Sinclair QL through creating an online QL Wiki backed by a repository of QL titles.

The QL Wiki enables people to see what software and hardware was produced for the Sinclair QL. The repository enables people to purchase working copies when their microdrive cartridges fail, or they move onto disks or emulators. Where we can, we obtain permission from the copyright holders to re-release items on the market.

This has enabled us to bring some of the titles back to the market as well as re-kindle interest in the Sinclair QL and its emulators.

Old favourites brought back to life include:

E.V.A., Vroom
Black Knight, Double Block
Jungle Eddi, The Lost Pharaoh
Pengi, the Lonely Joker
Microdeal's Flight Simulator, QL Hopper, The King,
Night Nurse and Cuthbert in Space
Mortville Manor, Darkside of the Moon (£10)

We still retain our existing catalogue, including:

Open Golf, Return to Eden,
Stone Raider II, The Prawn,
Hoverzone, Lost Kingdom of Zkul,
Deathstrike, Horroday,
Flightdeck and QWord

All games are available on disk or for use with Q-emuLator on the PC **from ONLY £5 each**.

Microdrive versions also available - from £10 each.
Memory / system limits may apply - please check before ordering.

Visit the QL Wiki for more details on software, books and hardware for the Sinclair QL:
www.rwapadventures.com/ql_wiki

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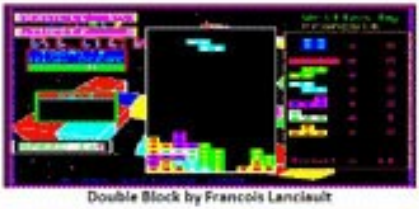
Vroom by Pyramide

E.V.A by Westway

Mortville Manor by Pyramide


Double Block by Francois Lanciault

Night Nurse by Microdeal

Working to safeguard the QL for the future. www.rwapsoftware.co.uk

channel, 30. The channels were, previously, 15 and 14.

3. ATAN can now be used with two parameters. You may recall that, in SMSQ/E, ATAN(x,y) gives the same result as ATAN(y/x) if x is positive but returns the value in one of the other quadrants if x is negative.

4. You can now print to the device NUL.

5. BAUD can take more than one parameter so that different serial ports can be assigned different rates. E.g.

   BAUD 1,19200 will set SER1 to 19200 baud.

6. VER$ can take a parameter. Thus VER$(-1) will return the job ID.

7. BLOCK can now be used with GD2 colours set by

   COLOUR_PAL, COLOUR_24 or COLOUR_NATIVE

8. The Turbo TK code keywords, EXEC and EXEC_W can now be used with parameter lists.

9. Finally an addition to TURBO, envisaged at the start but not implemented, has now been incorporated. The idea was that the intermediate code produced by Parser_Task would be examined and improved before being processed by Codegen_Task to produce the final executable program. The aim was to shorten and speed up the final program.

This section of code, which forms part of Codegen_Task, relies

heavily on detailed suggestions made by Simon Goodwin. An example of the effect of this change is that the processing speed of such lines as

```
x% = x% + 42
```

would be increased by around 70%.

Finally

I hope that a future article will describe the new features which have now been incorporated in the modern TURBO.

HELPLINE — DILWYN JONES

Members wishing to submit helpline requests via email can use the email address helpline@quanta.org.uk or if you prefer to use traditional post, please send the helpline request to me via the address printed inside the front cover of the newsletter.

Q. Is there an email program for the QL?

A. Almost but not quite is the true answer to that question. Several attempts have been made and for one reason or another none came to full fruition. The main problems have been writing a suitable database to store the emails and writing a suitable editor for writing emails.

That said, Jonathan Hudson did write a fairly simple to use email program - the program and C sources are available to download from his website at www.daria.co.uk/qdos/ - just search for QDOS Email and QPOP3 on his website.

Receiving emails is actually simpler than you might think. Here's a small and fairly basic listing from Jon Dent, slightly updated by me, which shows how to fetch emails using the POP3 (POP=Post Office Protocol, another standard is called IMAP or Internet Access Message Protocol) on a QL system with TCP/IP facilities, such as QemuLator, QPC2 and uQLx.

In line 100 you should put your email provider's mail receive details after tcp_, put your email user name in line 210 after the word USER and your email password in line 270 after the word PASS. Note that the listing is for SBASIC, not SuperBASIC, as it uses un-named REPeat loops.

Line 100 opens a TCP channel to your email provider using something called port 110. Lines 140 and 150 handle the characters sent back by the email system, while line 210 provides it with your user name details and line 270 your password details. Line 330 asks the email system for a list of emails ready to be sent to you, and stage 3 from line 360 asks which emails to receive the top 5 lines of. If you enter 0 it moves on to stage 4 to close down the TCP channel opened earlier.

This is far from a working email program of course, it merely illustrates the basic concept of how relatively easy it can be to read emails. The harder part is decoding the email headers to extract subject, to, from, reply to details and so on plus of course displaying the text.

Composing emails is a bit harder, you need an editor program to write the email, plus some code to build the header and reply details and any attachments for example. We can achieve most of

this by using a plain text editor for the body of the text and suitable code to add the rest.

```
100 OPEN_IN #8,"tcp_mail.isp.net:110": REM your
account: port 110
110 inst$="": stage=0
120 crlf$= CHR$(13) & CHR$(10)
130 REPeat
140  a$= INKEY$(#8,100)
150  IF a$<>"":inst$= inst$ & a$
160  PRINT a$;
170  SELect ON stage
180     =0:
190          IF "OK" INSTR inst$ THEN
200            inst$= ""
210            PRINT #8, "USER
your.username";crlf$;
220            stage= 1
230          END IF
240     =1:
250          IF "OK" INSTR inst$ THEN
```

```
260           inst$= ""
270           PRINT #8, "PASS
your_email_password";crlf$;
280           stage= 2
290         END IF
300     =2:
310         IF "OK" INSTR inst$ THEN
320           inst$= ""
330           PRINT #8, "LIST";crlf$;
340           stage= 3
350         END IF
360     =3:
370         IF "OK" INSTR inst$ THEN
380           PRINT #0,"view which mail number ?
0 to QUIT":
390           INPUT #0,number$
400           IF number$<>0
410             PRINT #8,"TOP ";number$;"
5";crlf$;
420           ELSE
```

```
430              PRINT #8,"QUIT";crlf$; : EXIT

440            END IF

450            CLS:CLS #0

460            stage= 2

470          END IF

480    END SELect

490 END REPeat

500 CLOSE #8 : REMark close TCP channel
```

Figure 1. Jon Dent's bare bones email program listing

Want to send an email quickly and easily from QPC2? As long as you have an email program set up on your PC, the QPC_EXEC command can work a bit for its living.

Here's how to send a Helpline query to QUANTA from within QPC, using a QPC_EXEC command to send a mailto: instruction to your default Windows email program:

> *QPC_EXEC "mailto:helpline@quanta.org.uk?subject=A very difficult question"*

QPC_EXEC sends the command to Windows, which starts the default email client to generate a message to Quanta Helpline with the subject line 'A very difficult question'. If you'd like to tinker with setting up an email receive utility, probably the easiest way to set up the database is to number the emails with an incremental number as they are received from the ISP and give them an

identifiable filename extension such as _txt or _eml. That way, you can quickly and easily build up a table of emails by listing files with that extension.

As you read the emails into your "database" for display, you'll need to create a list with details such as the sender, subject and so on to fill in whatever columns you wish to display.

Documents describing email formats, email headers and so on are available to download from the world wide web consortium website at www.w3.org - they are not exactly bedtime reading material but they are the definitive documents. They are mostly RFC (Request For Comment) documents, but they do contain good information. If you can pick out the relevant details, they show how to send and receive short email commands to and from the email system, and the structure of the email headers, which helps you decode the to, from, reply etc. details if you'd like to try your hand at writing an email handler!

QL Review Lands of Havoc — Peter Scott

As QL fans might have noticed by now, I'm always on the lookout for my next QL gaming fix so it would be rude not to check out the latest rerelease from RWAP.

Lands of Havoc is a fast paced maze adventure game which sees our hero Sador, a little green lizard man out to save a decaying land from the clutches of evil Wizards. Accompanying the game is a little bit of back story which sets the scene and also defines how the game will play out. Lands of Havoc was originally published by Microdeal in 1985 and written by Steve Bak.

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The Final Issue!

Time to say Goodbye... and Thank You! to all our readers!

Please remember the QPCPrint offer for all QL Today readers ends in December - plenty of time to test it!

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QD2003 Pointer-Environment-Editor	[V8.01]	**EUR 39,90**
QD2003 Upgrade from QD98	[V8.01]	**EUR 9,90**
QD2003 Upgrade from previous versions	[V8.01]	**EUR 19,90**
QMAKE Pointer-driven MAKE for GST/Quanta Assembler	[V4.31]	**EUR 14,90**
BASIC Linker	[V1.21]	**EUR 14,90**
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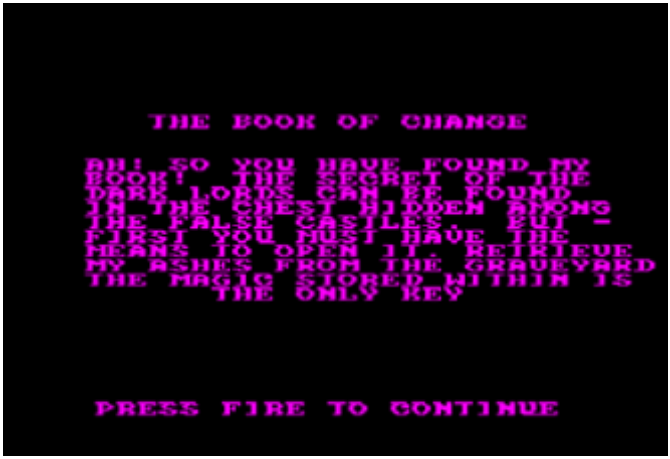
Lands of Havoc has two unusual features, one of which makes the game fairly unique. The original game (I'm sure the re-release will provide scans in one way or another) came with nine map tiles: Jungle, Gardens, Forest, Graveyard, Castles, Mystics, Village, Wild Wood and Desert.
At the start of every game the order of the game world is randomized and you have to arrange the map tiles in the order shown by the QL.

Each section stays the same but their positions to each other changes. This provides major help as your first task is to find a magic book in the middle of the village area, once found you get a written clue which leads you to another object in another area and so on. Not only do you explore the maze but the objects have to be found in the right order to progress.



The game itself plays at rapid pace with fast smooth movement. You can zip across each screen in a few seconds and the quickly spawning monsters are best avoided as they drain your energy bar on contact. You can also keep them at bay by firing projectiles but I found it easier to run past them before they spawned. The graphics are nicely done with each area having its own detailed

style. The castle area has little Knights that chase you amongst castle towers while the Forest has nicely drawn trees with bears roaming about.

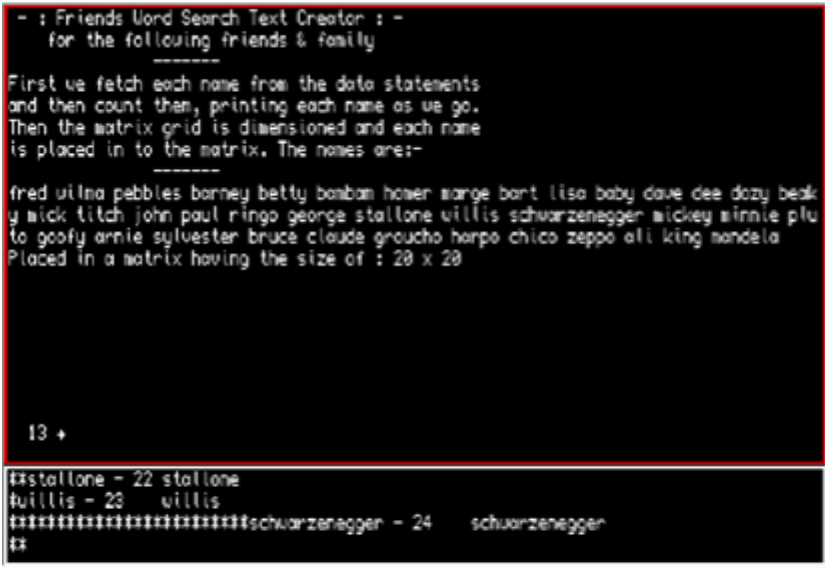
The game itself plays neatly enough with quick controls although the energy sapping monsters are very unforgiving. Lands of Havoc is a simple enough game to play but the fast smooth gameplay and interesting features make it worth checking out.

Lands of Havoc is available from RWAP and the Museum of Computer Adventure Game History has scans of the map tiles here:
http://www.mocagh.org/loadpage.php?getgame=landsofhavoc

FRIENDS_BAS — LEE PRIVETT

No not the TV series that ran for 10 years solid and made household names of Joey and Chandler to name just two. This is a program that reinvents the word-search, with a twist, which may inspire those just in time for Christmas to create a relatively cheap but personalised present or two.

Amongst the plethora of emails I tend to receive from companies selling their wares, I occasionally find the odd gem. Recently such a gem included a mental light bulb moment and a challenge. It was a word search grid containing your friends and family names in a photograph frame for giving as a gift. You had to send the list of names to the company and they do the rest. I thought there is something ideal to program and set about doing so.



Friends_BAS creates two files, which are wordsearch files

containing names from data statements in the actual program. It is littered with REM statements and should be straightforward to understand. It caters for a range of names and should adjust accordingly. The printout is different each time the program is run, files are deleted & created without input from the user.

The program has been tested on all three speeds in Q-emuLator and is designed for users to watch as it creates its file. This came out of testing the program and not knowing if it was still doing something, so I left it in.

One file (Friends_TXT) is the actual text file for final printing and font adjustment using your favourite wordprocessor. Please note some spacing has been removed for the magazine.

Example:

```
FRIENDS  &  FAMILY
------------------

m a n d e l a k i n g b h i z e p p o c

a l d o z y i e p c i r o p g o m h l u

n i g o o f y o r g u u m b u s i a a m

d k a e c o p o o u r c e e i o n r b a
```

The other is the answer file (Friends_ANS) showing the location of each name.

```
. a . . . . . . . . . b h . . . . . . .

. l d o z y . . . . . r o . . . m h . .

. i g o o f y . . . . u m b . . i a . m

. . . . . . . . . . . c e e . . n r b a
```

Please Note: Lines 2700 & 2920 delete files before saving, there

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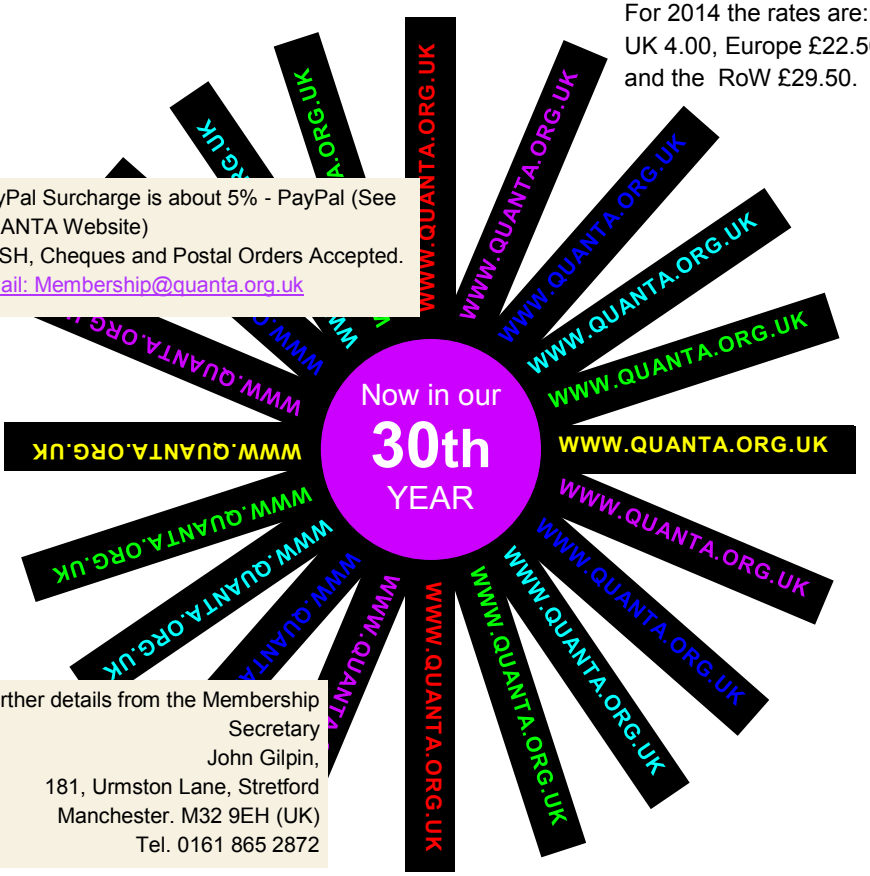

Further details from the Membership Secretary
John Gilpin,
181, Urmston Lane, Stretford
Manchester. M32 9EH (UK)
Tel. 0161 865 2872

are no questions asked, so if you are not confident in these lines erasing your files, edit them out.

```
100 REMark ********************

120 REMark *     Friends      *

130 REMark *      WSTC        *

140 REMark *       by         *

150 REMark *   Lee Privett    *

170 REMark ********************

190 REMark *   Created on     *

200 REMark *     Aug 01       *

210 REMark *      2013        *

230 REMark *      12:15       *
```

```
240 REMark ******************
260 REMark *  Last Update    *
270 REMark *    ../../..     *
290 REMark ******************
310  Init
320   DisplayText
330    SizeData
340     SizeMatrix
350    PutInToMatrix
360   DisplayMatrix
370  SaveMatrix
380 STOP
390 :
400 DEFine PROCedure DisplayText
410  PRINT " - : Friends Word Search Text Creator :
-"
420  PRINT "    for the following friends & family"
430  PRINT "               -------"
440  PAUSE 100
450  PRINT "First we fetch each name from the data
```

```
statements"
460  PRINT "and then count them, printing each name
as we go."
470  PRINT "Then the matrix grid is dimensioned and
each name"
480  PRINT "is placed in to the matrix. The names
are:-"
490  PRINT "                -------"
500  PAUSE 200
510 END DEFine
520 :
530 DEFine PROCedure SizeData
540  REMark ==================================
550  REMark Matrix x&y = x and y
560  REMark N = number of Names
570  REMark L = maximum size of any name
580  REMark ==================================
590  RESTORE 1200
600  x=0:y=0:N=0:L=0:N$=""
610  REMark ====================================
```

```
620 REMark this bit finds how many
621 REMark data statements
630 REMark there are, and how long
631 REMark is the longest name
640  REMark ===================================
650   REPeat Get_data
660      IF EOF:EXIT Get_data
670     READ N$
680      IF LEN(N$)>L THEN L=LEN(N$)
690     x=x+1:y=L:N=N+1
700   END REPeat Get_data
710 RESTORE 1200
720 DIM Name$(N,L)
730  REMark ===================================
740 REMark this bit gets the data
741 REMark statements into the
750  REMark array for eventual matricising
760  REMark It also makes all the characters
770  REMark lowercase
780  REMark ===================================
```

```
790  FOR f=1 TO N
800   READ T$
810    FOR g=1 TO LEN(T$)
820     IF CODE(T$(g))>64 AND CODE(T$(g))<91 THEN
830      T$(g) = CHR$(CODE(T$(g))+32)
840     END IF
850    END FOR g
860   Name$(f)=T$
870   Fl$=T$&Fl$&T$
880   PRINT Name$(f);" ";
890  END FOR f
900  PAUSE 50
910 END DEFine
920 :
930 DEFine PROCedure SizeMatrix
940 REMark ====================================
950 REMark x=x+y-??, this is the basic
951 REMark formulae for
960 REMark finding a general size for the matrix.
970 REMark Change the number to increase or
```

```
980 REMark decrease the overall size.
981 REMark this is then
990 REMark limited to a maximum size of 20 for
1000 REMark display purposes. Then it is made
1010 REMark square before dimensioning
1020 REMark ==================================
1030  PRINT:PRINT "Placed in a matrix having the
size of : ";
1040  x=x+y-2
1050    IF x>20 THEN x=20
1060    IF y>20 THEN y=20
1070    IF x>y THEN
1080     y=x
1090    ELSE
1100     x=y
1110    END IF
1120  DIM Matrix$(x,y)
1130  PRINT x;" x ";y
1140  PAUSE 50
1150 END DEFine
```

```
1160 :
1170 REMark ==================================
1180 REMark Names, just add names as
1181 REMark data statements
1190 REMark ==================================
1200  DATA "Fred","Wilma","Pebbles"
1210  DATA "Barney","Betty","Bambam"
1220  DATA "Homer","Marge","Bart","Lisa","Baby"
1230  DATA "Dave","Dee","Dozy","Beaky",
"Mick","Titch"
1240  DATA "John","Paul","Ringo","George"
1250  DATA "Stallone","Willis","Schwarzenegger"
1260  DATA "Mickey","Minnie","Pluto","Goofy"
1270  DATA "Arnie","Sylvester","Bruce","Claude"
1280  DATA "Groucho","Harpo","Chico","Zeppo"
1290  DATA "Ali","King","Mandela"
1300 REMark ==================================
1310 REMark Test Data, used for
1311 REMark testing names across
1320 REMark names, it also used to
```

```
1321 REMark confirm name over
1330 REMark name such as nana over the
1331 REMark top of banana
1340 REMark ==================================
1350 REMark DATA "banaNa","Banana","banana",
"BANBAN","Banna","Bananana","nana"
1360 :
1370 DEFine PROCedure PutInToMatrix
1380 REMark ==============================
1390 REMark A bias offset is included
1400 REMark mainly to test the effect on
1410 REMark random numbers and it adjusted
1420 REMark to provide a greater
1430 REMark chance of flipping between
1440 REMark horizontal & vertical turns
1450 REMark ==============================
1460 bias=.5
1470  FOR f=1 TO N             :REMark No of Names
1480  NL=LEN(Name$(f))         :REMark Name Length
1490   REPeat loop
```

```
1500      a=RND(x-1)+1:b=RND(y-1)+1 :REMark get a
location in the matrix
1510      AorD=INT(RND(.5+bias)):REMark across or
down
1520       Flag=0            :REMark Reset flag
1530      NP=1 :REMark Set to name first character
1540      PRINT#0,"*";
1550      CheckDirection (f)          :REMark checks
then places name in matrix
1560      IF Flag=0 THEN EXIT loop    :REMark only
exits loop if alls well
1570    END REPeat loop
1580   END FOR f
1590 END DEFine
1600 :
1610 DEFine PROCedure CheckDirection
1620 REMark ===================================
1630 REMark a & b are the random start
1631 REMark points for the matrix
1640 REMark x & y are the overall
```

```
1641 REMark sizes of the matrix

1650 REMark AorD is the direction, 1 = Horizontal

1660 REMark NP is the position in the Name

1670 REMark NL is the Name Length

1680 REMark f is the name number from Name$(?)

1690 REMark (SEE VERTICAL CHECK FOR MORE REMARKS)

1700 REMark ====================================

1710 :

1720  IF AorD=1 THEN
```


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```
1730  REMark ====================
1740  REMark Horizontal Check    =
1750  REMark ====================
1760     bias=.3
1770     AT 19,2:PRINT a;" ";CHR$(189);" "
1780     IF a+NL>x THEN
1790     Flag=1
1800     ELSE
1810      FOR ff=a TO (a+NL)-1
1820        IF CODE(Matrix$(ff,b))=0 OR
Matrix$(ff,b)=Name$(f,NP) THEN
1830         NP=NP+1
1840        ELSE
1850         Flag = 1
1860        END IF
1870      END FOR ff
1880     END IF
1890     IF Flag=0 THEN
1900      NP=1
1910       FOR j=a TO (a+NL)-1
```

```
1920         PRINT #0, Name$(f,NP);
1930         Matrix$(j,b)=Name$(f,NP)
1940         NP=NP+1
1950        END FOR j
1960       PRINT #0," - ";f,Name$(f)
1970      END IF
1980    ELSE
1990   REMark ======================
2000   REMark Vertical Check       =
2010   REMark ======================
2020      bias=.8
2030      AT 19,2:PRINT b;" ";CHR$(191);" "
2040   REMark ==================================
2050   REMark if not enough space within
2051   REMark the matrix
2060   REMark flag it. If there is then
2061   REMark check there
2070   REMark is a blank or the same character in
2080   REMark the matrix, do this for whole name.
2090   REMark ==================================
```

```
2100     IF b+NL>y THEN
2110     Flag=1
2120     ELSE
2130      FOR ff=b TO (b+NL)-1
2140        IF CODE(Matrix$(a,ff))=0 OR
Matrix$(a,ff)=Name$(f,NP) THEN
2150         NP=NP+1
2160        ELSE
2170         Flag = 1
2180       END IF
2190      END FOR ff
2200     END IF
2210  REMark ====================================
2220  REMark If all ok (flag=0) then put
2221  REMark name in matrix
2230  REMark ====================================
2240     IF Flag=0 THEN
2250      NP=1
2260       FOR j=b TO (b+NL)-1
2270        PRINT #0,Name$(f,NP);
```

```
2280         Matrix$(a,j)=Name$(f,NP)
2290         NP=NP+1
2300        END FOR j
2310       PRINT #0," - ";f,Name$(f)
2320      END IF
2330    END IF
2340   PAUSE 10
2350 END DEFine
2360 :
2370 DEFine PROCedure DisplayMatrix
2380 REMark ============================
2390 REMark for the screen only
2400 REMark ============================
2410 LOCal h,g
2420 PAUSE 250:CLS
2430 AT 0,50:PRINT "Friends Word Search Text
Creator"
2440 AT 1,54:PRINT "Grid size is X-";x,"* Y-";y
2450 AT 3,64:PRINT "by"
2460 AT 4,58:PRINT "Lee Privett 2013"
```

```
2470 PAUSE 50
2480 AT 6,54:PRINT "Once displayed, two files"
2490 AT 7,54:PRINT "will be created, a text file"
2500 AT 8,54:PRINT "word grid, and the answer"
2510 AT 9,54:PRINT "file as _TXT and _ANS.";
2520 PAUSE 100
2530 PRINT " The"
2540 AT 10,54:PRINT "answer file is shown here."
2550  FOR h=1 TO x
2560   FOR g= 1 TO y
2570    AT g-1, h*2
2580     IF CODE(Matrix$(h,g))=0 THEN
2590      PRINT "."
2600     ELSE
2610      PRINT Matrix$(h,g)
2620     END IF
2630   END FOR g
2640  END FOR h
2650 SaveAnswers
2660 END DEFine
```

```
2670 :
2680 DEFine PROCedure SaveMatrix
2690 LOCal g,h
2700 DELETE "FLP1_Friends_TXT"
2710 OPEN_NEW#3,"FLP1_Friends_TXT"
2720 PRINT #3,"FRIENDS  &  FAMILY"
2730 PRINT #3,"------------------"
2740 PRINT #3," "
2750   FOR g= 1 TO y
2760    FOR h=1 TO x
2770     IF CODE(Matrix$(h,g))=0 THEN
2780      PRINT#3, Fl$(g*h);
2790     ELSE
2800      PRINT#3, Matrix$(h,g);
2810     END IF
2820     PRINT#3,"   ";
2830    END FOR h
2840    PRINT#3,""
2850    PRINT#3,""
2860   END FOR g
```

```
2870 CLOSE#3
2880 END DEFine
2890 :
2900 DEFine PROCedure SaveAnswers
2910 LOCal g,h
2920 DELETE "FLP1_Friends_ANS"
2930 OPEN_NEW#3,"FLP1_Friends_ANS"
2940   FOR g= 1 TO y
2950    FOR h=1 TO x
2960     IF CODE(Matrix$(h,g))=0 THEN
2970      PRINT#3, ".";
2980     ELSE
2990      PRINT#3, Matrix$(h,g);
3000     END IF
3010     PRINT#3," ";
3020    END FOR h
3030    PRINT#3,""
3040   END FOR g
3050 CLOSE#3
3060 END DEFine
```

```
3070 :

3080 DEFine PROCedure Init

3090  REMark ===================================

3100  REMark This sets up all screens and windows

3110  REMark separately and added for clarity

3120  REMark all window and subsequent window

3130  REMark commands included

3140  REMark ===================================

3150   MODE 4

3160   OPEN #3, scr

3170   WINDOW #0, 512,45,0,211 :CLS#0: CSIZE#0,0,0

3180   WINDOW #1, 512,210,0,0  :CLS#1: CSIZE#1,0,0

3190   WINDOW #2, 512,210,0,0  :CLS#2: CSIZE#2,0,0

3200   BORDER#0, 1,7: INK#0, 7: PAPER#0, 0: CLS#0

3210   BORDER#1, 1,4: INK#1, 7: PAPER#1, 0: CLS#1

3220   BORDER#2, 1,2: INK#2, 7: PAPER#2, 0: CLS#2

3230 END DEFine
```

NEXT ISSUE — LEE PRIVETT

Believe it or not we ran out of space and three items have been carried over for the next issue. Hopefully (I say with tongue in cheek) we will bring you Extras, the Sync program and an item from Steve Poole, plus all your regular features.

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SUBGROUP MEETINGS

Subgroup meetings are where QUANTA members and non-QUANTA members get together to discus, tinker and explore all things QL related. As we are now approaching the end of summer (ha!) the bank holiday may provide some more sunshine and much needed warmth. This might be a good opportunity to dust off those cobwebs and visit your local sub-group. There will always be plenty to talk about and a fresh face (new or old is always welcome). If there is not a sub-group near you why not hold one yourself? Contact the chairman on how to go about it, details on our contacts page (pg. 2). The subgroup list is currently two pages long.

QUANTA DORSET SUBGROUP – Dorset

Meetings are held, on the second Sunday of each month between 2.00pm and 5.00pm. For location please contact: John Mason - 01425 275894

LONDON QL AND QUANTA GROUP

Meetings are held in the School Room, which is the basement of the Borough Welsh Congregational Chapel, 90, Southwark Bridge Road, London SE1. This is almost opposite the junction with Marshalsea Road, at the other end of which, 5 minutes walk away, is the Borough Underground Station. Free parking is easily available in Southwark Bridge Road for road users, Cyclists are welcome. Members currently each pay a subscription of £40 per year towards the cost of the hire of the hall and a small additional charge is made for tea/coffee - biscuits are then provided free. Please bring your QL equipment if possible, all types welcome, e.g., PC portable running emulators. The Group has some systems stored at the venue for its use. In addition, there are lots of donated second user equipment, books, magazines, etc., available for purchase. Time: 2.00 pm. to 5.00 pm., on the second Sunday of the month. No meetings are held in December/ January - winter break, or July/August –the summer break, giving 8 meetings a year. Malcolm Cadman 020 8691 5780 or email: QL@mcad.demon.co.uk

SOLENT SUBGROUP

Meetings are at 'Sarisbury Green Parish Rooms' (http://sgpr.org.uk/?page_id=28) On the first Saturday each month from 1PM to 5PM. Contact Graham Evans 023 8040 3350 or send an email: graham@grayfire.f9.co.uk

NEMQLUG - NORTH EAST MANCHESTER QL USER GROUP

Meetings are held at 181, Urmston Lane, Stretford, Manchester. M32 9EH (Near Junction 7 of M60 Motorway, which was Junction 7 M63 Motorway). Our informal meetings start at 7 pm. and finish at 11 pm. All welcome to our meetings which are held on the last Thursday of each month (except December). Contact John/ Sarah Gilpin 0161 865 2872 for further details. or by email: thegilpins@btinternet.com

SCOTTISH QL USERS GROUP

SQLUG meets at George Gwilt's home every second Sunday in the month. Please contact George Gwilt before coming, to get the location by email: Gdgqler@gmail.com

SURREY QUANTA SUBGROUP (SQSG)

The group is currently trying other venues in the Leatherhead - Epsom area. If you plan to attend but do not get our emails, please phone or email Ken Bain for the latest location. Meetings are 8.00 to 10.00 pm on a Wednesday, hopefully last of each month (none in December), but this can vary. Contact Ken Bain 01932 347432 (to midnight), alternative email: kenb@bcs.org.uk

SUSSEX QL USER GROUP

Currently without a meeting place, anyone interested should contact Roy Wood 01273 430501 or email: qbranch@qbranch.demon.co.uk or Keith Mitchell - 01903 742263.

This issue another free Calendar month

As in the last issue, I am still chuckling to myself regarding the response to an apparent Eastender's conversation between Grant Mitchel and Phil Mitchel where Grant says 'How do you like your nuts?', and Phil's reply is 'sorted!'

F1

editor@quanta.org.uk

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November 2013

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